



Visual Boy Advance-M

The continuing development of the legendary VBA gameboy advance emulator.

Clear abstraction between the core and the frontend

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2 posts • Page 1 of 1

Clear abstraction between the core and the frontend

by **joneslee** » Thu Jun 05, 2008 1:40 am



I am not a coder myself but I learned from BgK that VBA-M is now not very clear in abstraction as the core and frontend is not separate from each other. By having a clear abstraction model, the core can be developed into libvbam upon which the frontend (GUI, console, etc) can be built. This gives flexibility in porting vbam to other platform.

^

Qt,GTK,SDL,etc <---> libvam

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Clear abstraction between the core and the frontend

by **mudlord** » Thu Jun 05, 2008 1:49 am



Well, with the Qt4 GUI, there is a effort towards a abstraction layer between the core and the GUI.

^

I reckon though, it needs to be something like libgambatte to make things simpler.

^

So overall, I agree. Its something that should be looked at.

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2 posts • Page 1 of 1

< Return to "Core"

Jump to ▼